

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A virtual encounter system comprising,  
a mannequin having life-like features, the mannequin comprises:  
a body;  
a camera coupled to the body, the camera for sending first video signals over a communications network; and  
~~a computer system;~~  
a microphone coupled to the body, the microphone for sending first audio signals  
~~to the computer system, the computer system modifying one or more characteristics of~~  
~~the audio signals from the microphone and sends the modified audio signals over the~~  
communications network; and  
a set of goggles including a display to render electrical signals representative of second  
video signals received from the communications network and a transducer to transduce electrical  
signals representative of second audio signals received from the communications network, the  
respective second video signals and second audio signals at least partially reflect ~~the~~  
~~mannequin's surrounding~~ views and sound of a location different from a location of the  
mannequin in real-time.
2. (Currently Amended) The system of claim 1, wherein the mannequin is at a first  
location with the camera being a first camera and the microphone being a first microphone, the  
transducer being a first transducer, and the set of goggles being a first set of goggles, with the  
system further comprising:

a second mannequin ~~disposed in a second, the~~ different location from the first location, the second mannequin having life-like features, the mannequin comprises:

a body;

a second microphone to send the second audio signals to the communications network to be received by the first transducer;

a second camera to send the second video signals to the communications network to be received by the first set of goggles; and

a second set of goggles to receive the first video signals from the first camera and a second transducer to receive the first audio signals from the first microphone.

3. (Currently Amended) The system of claim 2, wherein the communications network comprises:

a first communication gateway in the first location; and

a second communication gateway in the second location, the second gateway connected to the first gateway via ~~a~~ the communication network.

4. (Currently Amended) The system of claim 1, wherein the communications network comprises an interface having one or more channels for:

receiving the first audio signals from the microphone;

receiving the first video signals from the camera;

sending the second video signals to the set of goggles; and

sending the second audio signals to the transducer.

5. (Original) The system of claim 1, wherein the body includes an eye socket and the camera is positioned in the eye socket.

6. (Original) The system of claim 1, wherein the body includes an ear canal and the microphone is positioned within the ear canal.

7. (Original) The system of claim 1, wherein the set of goggles comprises a receiver to receive the video signals.

8. (Currently Amended) The system of claim 1, wherein the mannequin comprises a transmitter to wirelessly send the first audio signals and the first video signals to the communications network.

9. (Currently Amended) A method of having a virtual encounter, comprising:  
sending first audio signals ~~to a computer system, the computer system modifying one or more characteristics of the first audio signals;~~ sending the modified first audio signals over a communications network, the first audio signals being produced from a microphone coupled to a mannequin having life-like features;  
sending first video signals over the communications network, the first video signals being produced from a camera coupled to the mannequin;  
rendering second video signals received from the communications network using a display device embedded in a set of goggles; and  
transducing second audio signals received from the communications network using a transducer embedded in the set of goggles, the second video and second audio signal at least partially reflect ~~the mannequin's~~ surrounding views and sound of a location different from a location of the mannequin in real-time.

10. (Currently Amended) The method of claim 9, further comprising:  
sending the second audio signals to the communications network from a second microphone coupled to ~~the~~ a second mannequin, the second mannequin having life-like features;  
sending the second video signals to the communications network from a second camera coupled to the second mannequin;

rendering the first video signals received from the communications network onto a monitor coupled to a second set of goggles; and

transducing the first audio signals received from the communications network using a second transducer embedded in the second set of goggles.

11. (Currently Amended) The method of claim [[9]] 10, wherein the first and the second mannequins include an eye socket and the camera is positioned in the eye socket.

12. (Currently Amended) The method of claim [[9]] 10, wherein the first and the second mannequins include an ear canal and further comprising positioning the microphone within the ear canal.

13. (Original) The method of claim 9, wherein the set of goggles comprises a receiver to receive the video signals.

14. (Currently Amended) The method of claim [[9]] 10, wherein the first and the second ~~mannequin~~ mannequins further comprise a transmitter to wirelessly send the audio signals and the video signals to the communications network.

15. (Currently Amended) A virtual encounter system comprising:  
a mannequin having life-like features, the mannequin having a human-like body supporting:  
a camera for sending first video signals over a communications network; and  
~~a computer system; and~~  
a microphone for sending first audio signals ~~to the computer system, the computer system modifying one or more characteristics of the audio signals and sends the modified audio signals~~ over the communications network; with the system further comprising:

a set of goggles housing a display device to render second video signals received from the communications network and a transducer device to transduce second ~~electrical-audio~~ signals received from the communications network ~~into audio~~, the respective second video signals and second audio signals at least partially reflect ~~the mannequin's~~ surrounding views and sound of a location different from a location of the mannequin in real-time.

16. (Currently Amended) The system of claim 15 wherein the mannequin is at a first location with the camera being a first camera and the microphone being a first microphone and the set of goggles being a first set of goggles, and with the system further comprising:

a second mannequin in ~~the a second~~, different location from the first location, the second mannequin having a second microphone and a second camera to send the second ~~signals~~ representative of audio signals and video signals and audio to the display device in the first set of goggles and the transducer device in the first set of goggles; and

a second set of goggles to receive the first video signals from the first camera and a second transducer to receive the first audio signals from the first microphone.

17. (Previously Presented) The system of claim 16, wherein the communications network comprises:

a first communication gateway in the first location; and  
a second communication gateway in the second location,  
the second gateway connected to the first gateway via the communications network and with the first gateway configured to couple to the first camera and the first microphone on the first mannequin, and to the first display and the first transducer on the first set of goggles, and the second gateway configured to couple to the second camera and second microphone on the second mannequin and the second display and the second transducer of the second set of goggles.

18. (Previously Presented) The system of claim 15 wherein the body includes an eye socket and the camera is positioned in the eye socket.

19. (Previously Presented) The system of claim 15 wherein the body includes an ear canal and the microphone is positioned within the ear canal.

20. (Currently Amended) The system of claim 16, wherein the body of the first mannequin is a first body, second mannequin has a second body, and the first and second bodies each include an eye socket to support each respective camera and an ear canal to support each respective microphone.

21. (New) The virtual encounter system of claim 1, further comprising a computer system modifying one or more characteristics of the of the second audio signals so that the transduced electrical signals representing the modified, second audio signals at the set of goggles represent at least partially modified sound of the surrounding of the location different from the location of the mannequin.

22. (New) The virtual encounter system of claim 15, further comprising a computer system modifying one or more characteristics of the of the second audio signals so that the transduced modified, second audio signals at the set of goggles represent at least partially modified sound of the surrounding of the location different from the location of the mannequin.

23. (New) The method of claim 9, further comprising modifying one or more characteristics of the of the second audio signals so that the transduced modified, second audio signals at the set of goggles represent at least partially modified sound of the surrounding of the location different from the location of the mannequin.